WHAT IS CLAIMED IS:

 An object controlling method comprising the steps of: recognizing voice;

determining a parameter correlated to an object;

oice; and

controlling the object based on the altered parameter.

2. The method according to Claim.1, further comprising the step of:

moving the object along a predetermined route.

3. The method according to Claim.1, further comprising the step of:

controlling the object in response to operation through an operating means.

- 4. A computer-readable recording medium having recorded therein an object controlling program to be executed on a computer, the program comprising:
 - a step for recognizing voice;
 - a step for determining a parameter correlated to an object;
- a step for altering the parameter in response to the recognized voice; and
 - a step for controlling the object based on the altered

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parameter.

- 5. The computer-readable recording medium according to Claim 4, the program further comprising:
- a step for moving the object along a predetermined route.
 - 6. The computer-readable recording medium according to Claim 4, the program further comprising:
 - a step for controlling the object in response to operation through an operating means.
 - 7. A device for executing an object controlling program, comprising:
 - a voice unit that recognizes input voice;

 determining means for determining a parameter

 correlated to an object;

changing means for varying the parameter in response to the recognized voice; and

- control means for controlling the object based on the changed parameter.
 - 8. The device according to Claim.7, further comprising: moving means for moving the object along a
- 25 predetermined route.

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- 9. The device according to Claim.7, further comprising: operating unit that controls the object.
- 10. An object controlling program to be executed on a
 5 computer comprising:
 - a step for recognizing voice;
 - a step for determining a parameter correlated to an object; and
 - a step for altering the parameter in response to the recognized voice; and
 - a step for controlling the object based on the altered parameter.